CORVETTE

GAME BOY ADVANCE

50

GS

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.

- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

EVERYONE

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CONTENT RATED BY
ESRB

LICENSED BY

Nintendo®

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The Corvette's first-ever appearance was at the GM Motorama, held at the Waldorf Astoria hotel in New York City. June 30, 1953 saw the very first Corvette roll off the production line. A temporary pilot assembly facility in Flint, Michigan produced 300 1953 Corvette roadsters by the end of the year, all of them white with red interiors and all with Powerglide automatic transmissions on 150hp, six cylinder engines. 50 years have passed and there have been some very remarkable moments in Corvette's illustrious history and Corvette is now America's Performance Icon.

We're going to take you on a trip through the history of Corvette. You're going to jump into 14 of your favorite Corvette sports cars; from the '53 convertible, to the 2003 50th Anniversary Edition. See if you have what it takes to master the greatest sports cars ever made!

GETTING READY

Correctly insert the Game Pak in your Game Boy Advance system. Switch on the system. The display will cycle through the Nintendo®, TDK Mediactive Inc., and Visual Impact Prod. Logos after which the Language Select menu will appear.
WARNING: Inserting a Game Pak when the system is already on might result in damage to the Game Pak.

STARTING THE GAME

From the Language Select screen, choose the language you wish to play the game in. This will bring you to the Main Menu. From here you can choose 2 different modes of play: Corvette Challenge or Time Challenge. Choose either mode using the A Button, continue through the following menus, and begin the race! All of your progress is saved automatically.

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CORVETTE CHALLENGE

When entering the Corvette Challenge, you will have to choose a Challenge Year to race in. If this is your first time playing, you will only have 1953 available. Select the year using the A Button, and you will be brought to 3 modes of challenge: Rally, Grand Prix, and Extra.

Each challenge has a different objective you must complete to finish the race. This objective is displayed across the bottom of the screen when any of these modes is selected. Upon choosing a challenge, you must select an available Corvette from your Garage. Hold the select button at the Car Garage to see the stats of the currently selected car. You will only start with a single car available, but more will be unlocked as you progress (and some can be purchased from the Gallery when you amass enough Credits). After choosing the appropriate car, you must choose to drive using either an automatic transmission, or a manual transmission (if you are unfamiliar with how these transmissions work, it's suggested you use automatic). Once that is completed, you will be sent off to begin your race! At anytime while browsing these menus, you may press the B Button to return to the previous menu.

TIME CHALLENGE

When entering the Time Challenge, you will have to choose a Challenge Year to race in. You will only have access to the years you have unlocked in the Corvette Challenge mode. Select the year using the A Button, and you will be brought to 2 further modes of challenge: Rally and Grand Prix. The idea of both challenges is to race as fast as you can to the end of the track, setting new records, and breaking your old ones. Upon choosing a challenge using the A Button, you must select an available Corvette from your Garage. You will only start with a single car, but more will be unlocked as you progress in the Corvette Challenge mode (and some can be purchased from the Gallery when you amass enough Credits). After choosing the appropriate car, you must choose to drive using either an automatic transmission, or a manual transmission (if you are unfamiliar with how these transmissions work, it's suggested you use automatic). Once that is completed, you will begin the race to speed your way into the record books!

At anytime while browsing these menus, you may press the B Button to return to the previous menu.

GALLERY

The Gallery Menu lets you purchase Corvette pictures, as well as drivable Corvette cars, using the Credits you earn in the Corvette Challenge mode. When you have enough credits to buy a locked item in the Gallery, press the A Button to purchase that item. Continue moving the cursor to the Right of the screen to scroll to the second page of the Gallery. At anytime while browsing this menu, you may press the B Button to return to the previous menu.

RECORDS

In the Records Menu, you can scroll through all of the Racing Records you have set in your game! You can scroll through the Year and

Challenge you wish to review the records for by highlighting the corresponding selection and pressing Right or Left on the +Control Pad. At anytime while browsing this menu, you may press the B Button to return to the previous menu.
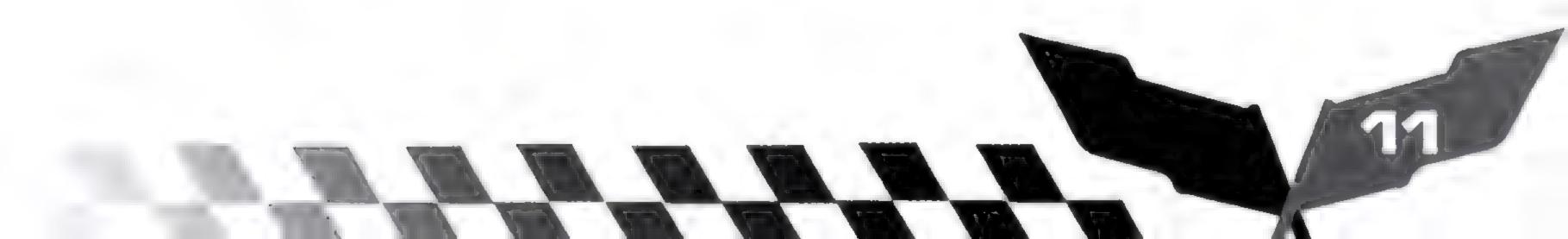
OPTIONS

Choose OPTIONS from the Main Menu to adjust settings for the game. Press the A Button to toggle/select these settings, or press the B Button to return to the previous screen.

- MUSIC toggles the game's musical soundtrack ON and OFF while you play the game.

- SFX toggles the game's sound effects ON and OFF while you play the game.

- MPH or KM/H toggles the speed display while you race to either display Miles Per Hour (MPH) or Kilometers Per Hour (KM/H).

- CREDITS will display the names of the people who created this game.

- RESET CAREER will allow you to reset all of your progress. This will erase all of your unlocked Races, Cars, Gallery Pics, Records, etc.

GOALS

You need to be the best of the best, showing your racing prowess and proving your true ability to master the Corvette. Each challenge in the Corvette Challenge mose has a different objective that you must complete to win. At the end of each successful challenge you are awarded with Credits that you can use to purchase items in the Gallery. Clear the missions, unlock more cars, and leave your opponents in the dust!

CHECKPOINTS

Some challenges require you to reach a certain location within a specified period of time. This timer will seem to give you inadequate time, but do not worry…most likely there are Checkpoints nearby. If you pass under a banner that says 'Checkpoint', you will be given additional time to complete your mission.

OBSTACLES

Not all the roads are smooth and straight... some areas contain multitudes of barriers and objects to get in your way. These include trees, walls, and island dividers in the center of the road. Avoid these obstacles to prevent an unwanted delay.

Time remaining to
complete the challenge

Shows direction
of upcoming turn

The total length
of the race

DIST
680

52

2/POS
02

Position of
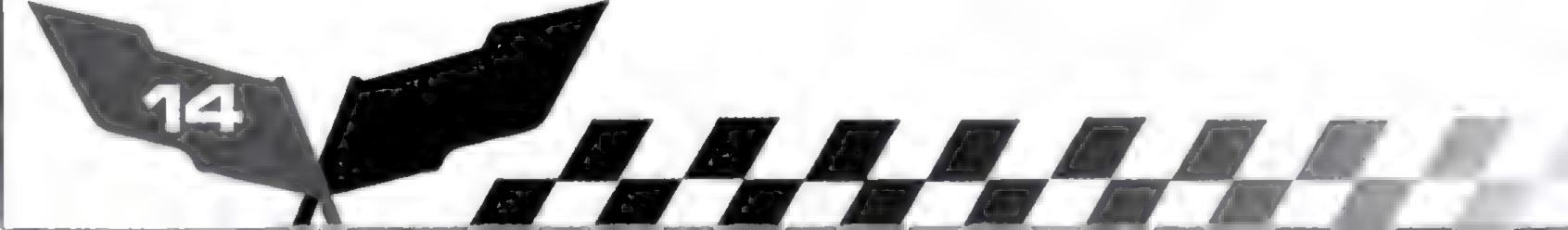current race

Distance between
you and your
opponent

Current gear

108 MPH

4

Your car

Speed you are traveling

GAMEPLAY CONTROLS

+Control Pad [Left] or [Right]	Use to steer your car in the corresponding direction.
+Control Pad [Up]	Use to honk the horn.
A Button	Use to accelerate your vehicle.
B Button	Use to brake your vehicle.
L Button	Use to shift into a higher gear (only when using a manual transmission).
R Button	Use to shift into a lower gear (only when using a manual transmission).
SELECT	Use to switch between racing perspectives.
START	Use to Pause the game and bring up the Pause Menu

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MENU CONTROLS

+Control Pad	Cycle through current selections.
A Button	Select the currently highlighted selection.
B Button	Go back to the previous menu.

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